Nintendo has recently released the newest installment in the Legend of Zelda franchise, Skyward Sword.

Critics view Skyward Sword as the best Zelda game ever created because of its engrossing story and fluid game play.

Skyward Sword takes full advantage of the motion controls for the Nintendo Wii. With the added precision of the Wii Motion Plus accessory, players have complete control over the swipes and cuts of their sword.

The story focuses on Link and princess Zelda, both in their childhood. An evil entity wants to destroy peace and happiness in the world and Link must journey throughout the land to stop it.

Don’t worry though; you’re not alone for the journey. Link has his own special companion named Fi. She is a spirit that assists you as your guide and provides humorous comments about the game.

If you loved riding Epona, Link’s horse in his earlier games, you will be sadly disappointed. Skyward Sword introduces a new form of transportation, riding on the back of a Loftwing. Soaring through the skies and visiting the airborne city of Skyloft more than makes up for the absence of Epona. Players will still be able to fast travel to known locations instead of flying all the way there. Sophomore Ian McEntee said, “Even though I loved riding around on Epona, I’m excited for this new form of transportation.”

One of the most important changes made to the game is the combat. With the Wii Motion Plus capabilities, Link’s sword responds exactly to how you swing the remote. Developers have taken advantage of this and created enemies and bosses that players must defeat using patience and skill. No longer will players be able to swing the remote erratically and hope to defeat an enemy. Players must analyze the defenses of an enemy and swing accordingly.

The story in Zelda is perfectly told and complete. Fans have been hoping for an origin story to the complex Zelda plot and now they have one. The game provides insight into the characters childhood and early challenges.

Players still focus on dungeons and boss battles but no longer go through monotonous game play getting to the next dungeon. Nintendo has created some of the most brilliant dungeons yet for this game. Developers have thrown out many aspects like lighting torches and pushing blocks for far more creative puzzles. The dungeons require players to use all of their tools and items to complete them.

Developers felt like with Twilight Pincess, another Zelda game, the world was too large and spread out. Producer Eiji Aonuma said, “We wanted to create a compact but solid playing experience.”

Skyward Sword arrived in markets on the Zelda franchise’s 25th anniversary. This game takes ideas and concepts from all the other games and wraps them up into one epic tale. It will inspire other games for years to come.